

The subject of the present work is a design and an implementation of an Economic Strategy Game. The basis of the game is a simulation on multi-town level - it simulates a production, a commodity and money flow and a development of villages and towns. The exactness isn't the main goal of this program, but its ease of use and customizability of the simulation. The aim is to have an application which provides an entertaining simulation of worlds defined by the user. The goal of the player in the game is to earn money by trading.